Amendment

Listing of Claims

Please replace all prior versions and listings of claims with the following listing of clams:

1. (**Currently Amended**) A method for translating content included in a language stream expressed in a first language into corresponding content expressed in a second language comprising:

converting the content included in the language stream expressed in the first language into a numeric representation of the content expressed in the first language;

transforming the numeric representation of the content ~~included in the language stream~~ expressed in the first language into intermediate content in a content space; ~~and~~

transforming said intermediate content in the content space into a numeric representation of ~~the~~ corresponding content expressed in the second language; and

converting the numeric representation of the corresponding content expressed in the second language into the corresponding content expressed in the second language.

2. (**Currently Amended**) The method of claim 1, wherein the converting the content included in the language stream expressed in the first language comprises ~~further comprising~~ converting one or more terms in the language stream into a numeric value.

3. (**Currently Amended**) The method of claim 2, further comprising forming a numeric vector from a plurality of said numeric values, each of said plurality of numeric values corresponding to one or more converted terms in the language stream.

4. (**Currently Amended**) The method of claim 1, wherein the converting the content included in the language stream expressed in the first language into a numeric representation of the content expressed in the first language comprises ~~further comprising~~ forming a list vector from the language stream expressed in the first language.

5. (**Currently Amended**) The method of claim 1, <u>wherein the converting the content</u> <u>included in the language stream expressed in the first language into a numeric</u> <u>representation of the content expressed in the first language comprises</u> ~~further~~ ~~comprising~~ forming an numeric list vector from the language stream expressed in the first language.

6. (**Original**) The method of claim 3, further comprising building at least one MMX file associated with said numeric vector.

7. (**Original**) The method of claim 4, further comprising building at least one MMX file associated with said list vector.

8. (**Original**) The method of claim 5, further comprising building at least one MMX file associated with said numeric list vector.

9. (**Currently Amended**) A method for translating an object in a first language space to the object in a second language space comprising:
 <u>converting the object in the first language space into a numeric representation of</u> <u>the object in the first language space;</u>
 transforming the <u>numeric representation of the</u> object in the first language space to the object in a language agnostic space; ~~and~~
 transforming the object in the language agnostic space to <u>a numeric</u> <u>representation of</u> the object in the second language space<u>;</u>
 <u>converting the numeric representation of the object in the second language</u> <u>space into the object in the second language space</u>.

10. (**Currently Amended**) A method for managing content comprising:
 <u>converting an object in a first language space into a numeric representation of</u> <u>the object in the first language space;</u>

transforming <u>the</u> ~~an~~ object in <u>the</u> ~~a~~ first language space to the object in a language agnostic space; and

manipulating the object in the language agnostic space.

11. (**Currently Amended**) The method of claim 10, further comprising:

transforming the <u>manipulated</u> object in the language agnostic space to <u>a numeric representation of</u> the <u>manipulated</u> object in the first language space.

12. (**Currently Amended**) The method of claim 10, further comprising:

transforming the <u>manipulated</u> object in the language agnostic space to <u>a numeric representation of</u> the <u>manipulated</u> object in a second language space.